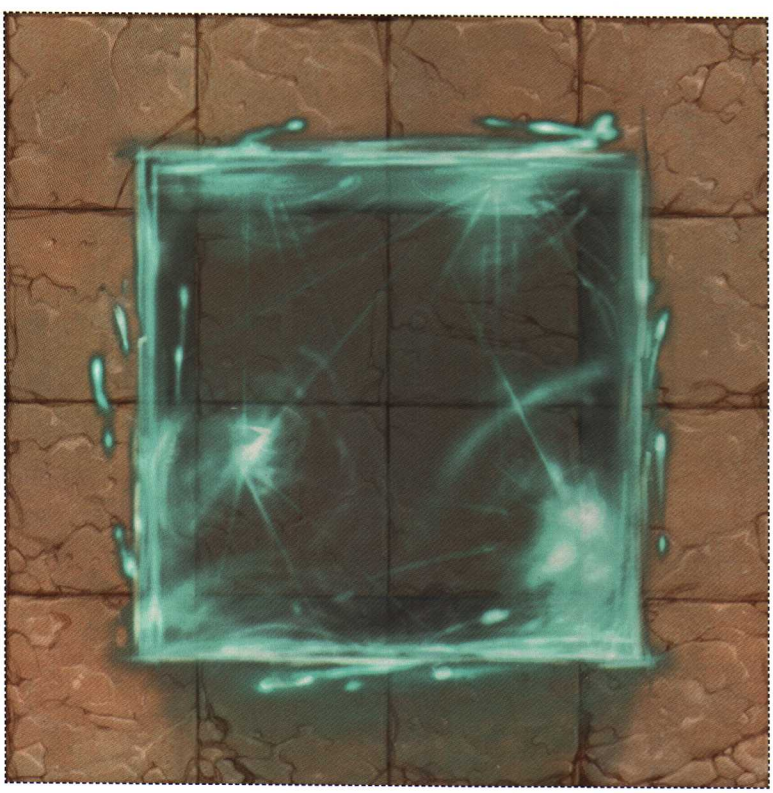
TRAPS & TREASURES



DRAGON® 2002

Illustrated by Mike May

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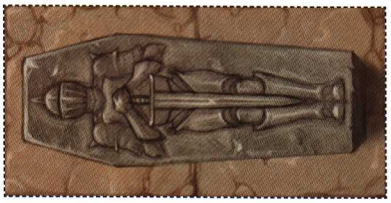
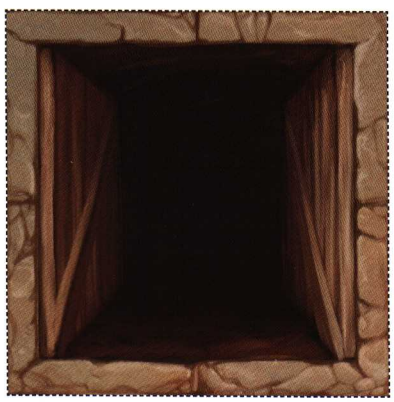
The tokens on this sheet represent magical trappings and effects that players might encounter while adventuring. Each of the counters has multiple possible uses, ranging from using them to simply add color and detail to a dungeon to more game-oriented effects including magical traps and spells. You can use the tokens with a battlemat, the dungeon tiles from *DRAGON*, or other miniatures.

TRAPS & TREASURES





The tokens above represent some common traps and treasures characters might encounter in a dungeon or cavern environment.

Each of the tokens can represent a variety of effects, from simple dungeon dressing to game-affecting spells or traps. You can use the tokens with any of the previously published dungeon tiles, similar upcoming posters, or your usual battlemat and miniatures.

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